

14-1254.fm Page 1 Wednesday, October 20, 1999 10:42 AM

Cat. No. 14-1254
OWNER'S MANUAL

Please read before using this equipment.

SCP-102

**AM/FM Stereo Cassette Player
with Headphones**

OPTIMUS®

FEATURES

Your Optimus SCP-102 AM/FM Stereo Cassette Player is a lightweight, portable cassette player with a built-in AM/FM radio. You can connect the supplied stereo headphones for private listening, or enjoy cassette tapes or the radio through an optional amplified speaker system. Its features include:

Auto Stop — automatically stops playback at the end of a tape to protect tape-handling parts.

Extended Bass — enhances your music's bass sound.

Automatic Frequency Control Circuit — helps lock FM tuning for drift-free reception.

Removable Belt Clip — allows hands-free carrying when you are on the go.

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PREPARATION

You can power your SCP-102 with any of three power sources:

- internal battery power
- standard AC power (with an optional AC adapter)
- vehicle battery power (with an optional DC adapter)

INSTALLING BATTERIES

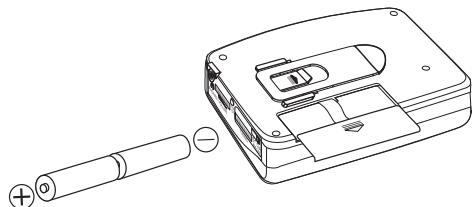
You can power your SCP-102 with two AA batteries (not supplied). For the best performance and longest life, we recommend RadioShack alkaline batteries.

Cautions:

- Use only fresh batteries of the required size and recommended type.
- Do not mix old and new batteries, different types of batteries (standard, alkaline, or rechargeable), or rechargeable batteries of different capacities.

1. Slide the battery compartment cover in the direction of the arrow to remove it.

2. Place the batteries in the compartment (and on top of the attached ribbon), as indicated by the polarity symbols (+ and -) marked inside.



3. Replace the cover.

When the sound becomes distorted or weak, or the SCP-102 stops operating properly, replace the batteries.

Warning: Dispose of old batteries promptly and properly. Do not burn or bury them.

Caution: If you do not plan to use the SCP-102 with batteries for a week or more, remove the batteries. Batteries can leak chemicals that can destroy electronic parts.

USING AC POWER

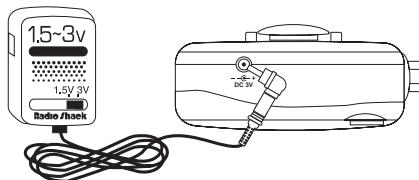
You can power the SCP-102 using a 3V, 300-mA AC adapter and a size G Adaptaplug® adapter (neither supplied). Both are available at your local RadioShack store.

Cautions:



You must use a Class 2 power source that supplies 3 volts DC and delivers at least 300 mA. Its center tip must be set to positive and its plug must fit the SCP-102's **DC 3V** jack. Using an adapter that does not meet these specifications could damage the SCP-102 or the adapter.

- Always connect the AC adapter to the SCP-102 before you connect it to AC power. When you finish, disconnect the adapter from AC power before you disconnect it from the SCP-102.



1. Set the AC adapter's voltage switch to 3V.
2. Attach the size G Adaptaplug adapter (with the tip set to positive (+)) to the AC adapter's cord.
3. Insert the barrel plug into the SCP-102's **DC 3V** jack.
4. Plug the other end of the AC adapter into a standard AC socket.

Note: Internal batteries (if installed) automatically disconnect when you connect the AC adapter.

USING DC POWER

You can power the SCP-102 from a vehicle's 12V power source (such as cigarette-lighter socket) using a 3V, 300-mA DC adapter and a size G Adaptaplug adapter (neither supplied). Both are available at your local RadioShack store.

Cautions:



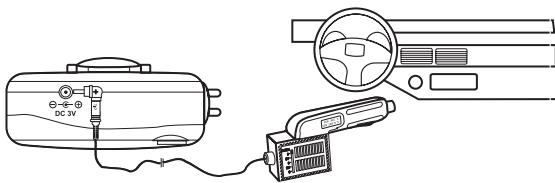
You must use a power source that supplies 3 volts DC and delivers at least 300 mA. Its center tip must be set to positive and its plug must fit the SCP-102's **DC 3V** jack. Using an adapter that does not meet these specifications could damage the SCP-102 or the adapter.

- Always connect the DC adapter to the SCP-102 before you connect it to the power source. When you finish, disconnect the adapter from the power source before you disconnect it from the SCP-102.

Follow these steps to power the SCP-102 from your vehicle's battery.

1. Set the DC adapter's voltage switch to 3V.

2. Attach the size G Adaptaplug adapter (with the tip set to positive (+)) to the DC adapter's cord.
3. Insert the barrel plug into the SCP-102's **DC 3V** jack.
4. Plug the other end of the DC adapter into the vehicle's cigarette-lighter socket.

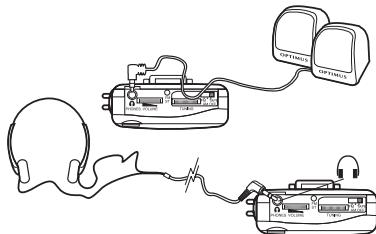


Note: Internal batteries (if installed) automatically disconnect when you connect the DC adapter.

CONNECTING HEADPHONES/ SPEAKERS

To listen to the SCP-102, you must connect the supplied stereo headphones, or optional amplified speakers with a 1/8-inch (3.5-mm) stereo plug. Your local RadioShack store sells a wide variety of headphones and amplified speakers.

Insert the headphones' or amplified speakers' stereo plug into the SCP-102's **PHONES**  jack.



Listening Safely

To protect your hearing, follow these guidelines when you use headphones.

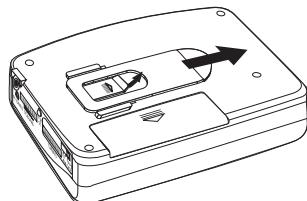
- Set the volume to the lowest setting before you begin listening. After you begin listening, adjust the volume to a comfortable level.
- Do not listen at extremely high volume levels. Extended high-volume listening can lead to permanent hearing loss.
- Once you set the volume, do not increase it. Over time, your ears adapt to the volume level, so a volume level that does not cause discomfort might still damage your hearing.

Traffic Safety

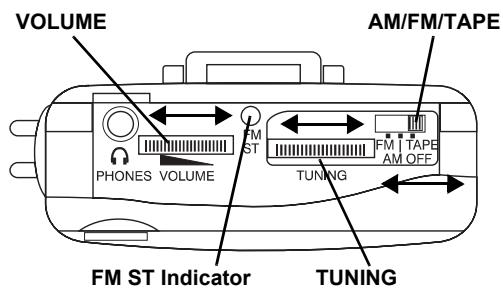
Do not wear headphones while operating a motor vehicle or riding a bicycle. This can create a traffic hazard and could be illegal in some areas. Even though some headphones let you hear some outside sounds when listening at normal volume levels, they still can present a traffic hazard.

USING THE BELT CLIP

To remove the belt clip, lift up the tab and slide it off in the direction of the arrow. To attach the belt clip, slide it into the slots on the back of the SCP-102 and push up until it latches in place.



RADIO OPERATION



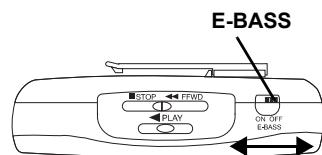
1. Set **FM/AM/TAPE** to the desired band (**FM** or **AM**) to turn on the radio.
2. Turn **TUNING** to select the desired station.

Notes:

- The AM antenna is built-in. Rotate the cassette player to improve AM reception. For the best FM reception, fully extend the headphones' or amplified speakers' cord.
- FM ST lights when the SCP-102 receives an FM broadcast in stereo.

3. Adjust **VOLUME** to the desired listening level.

4. Set **E-BASS** to **ON** for an enhanced bass effect, or to **OFF** for normal bass sound.

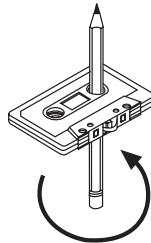


5. To turn off the radio, set **FM/AM/TAPE** to **TAPE**.

CASSETTE OPERATION

PLAYING A CASSETTE TAPE

1. Take up any slack in the tape by turning the cassette's hub with a pencil. Do not touch the exposed tape.



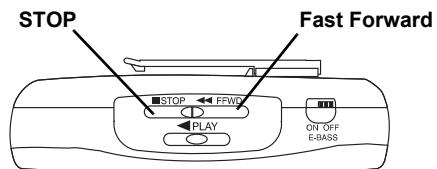
2. Pull open the cassette compartment door.



3. With the cassette's open edge facing up and its full reel to the right, insert the cassette tape into the cassette guides.

4. Close the door.
5. Set **FM/AM/TAPE** to **TAPE**.
6. Press **PLAY** until it clicks. The cassette tape begins to play.
7. Adjust **VOLUME** to the desired listening level.
8. Set **E-BASS** to **ON** for an enhanced bass effect, or to **OFF** for normal bass sound.
9. The tape automatically stops when it reaches the end. To stop it sooner, press **STOP**.

USING FAST FORWARD



To fast-forward the tape, press **F.FWD**. The tape fast-forwards until you press **STOP** or the tape reaches its end.

To rewind the cassette tape, turn the cassette over and fast-forward it.

Note: To avoid damaging the SCP-102 or the cassette tape, always press **STOP** to release **F.FWD** when the tape reaches its end and before switching from **PLAY** to **F.FWD**, or from **F.FWD** to **PLAY**.

TAPE TIPS

TAPE QUALITY

For the best performance, use only regular length (60- or 90-minute) cassette tapes. We do not recommend long-playing cassette tapes, such as C-120s, because they are extremely thin and can easily tangle in the playback mechanism.

RESTORING TAPE TENSION AND SOUND QUALITY

After you play a cassette tape several times, the tape might become tightly wound on the reels. This can cause playback sound quality to deteriorate.

To restore the sound quality, fast-forward the tape from the beginning to the end of one side, then turn it over and fast-forward it to the end of the other side. Then loosen the tape reels by gently tapping each side of the cassette's outer shell on a flat surface.

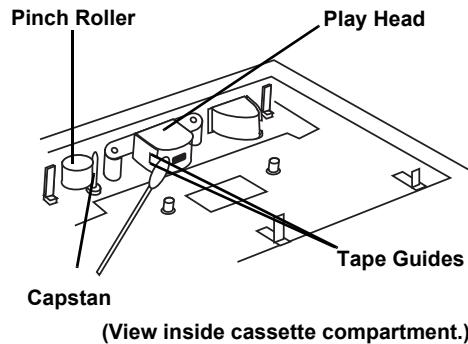
Caution: Be careful not to damage the cassette when tapping it. Do not touch the exposed tape or allow any sharp objects near the cassette.

CLEANING THE TAPE-HANDLING PARTS

Dirt, dust or particles of the tape's coating can accumulate on the tape heads and other parts that the tape touches. This can greatly reduce the performance of the cassette player. After every 20 hours of tape player operation, follow these steps to clean the tape-handling parts or use a RadioShack cassette deck cleaning kit.

1. Remove the batteries and disconnect any other power source.
2. Open the cassette compartment door.
3. Press **PLAY** to expose the tape-handling parts.

4. Use a cotton swab dipped in denatured alcohol or tape head cleaning solution to clean the tape guides, play head, pinch roller, and capstan.



5. When you finish cleaning, press **STOP** and close the cassette compartment door.

Note: Your local RadioShack store has a complete line of cassette player cleaning supplies.

CARE

To enjoy your cassette player for a long time:

- Keep the cassette player dry. If it gets wet, wipe it dry immediately.
- Use and store the cassette player only in normal temperature environments.
- Handle the cassette player gently and carefully. Don't drop it.
- Keep the cassette player away from dust and dirt.
- Wipe the cassette player with a damp cloth occasionally to keep it looking new.

Modifying or tampering with the cassette player's internal components can cause a malfunction and might invalidate its warranty and void your FCC authorization to operate it. If your cassette player is not performing as it should, take it to your local RadioShack store for assistance.

FCC INFORMATION

Your cassette player might cause TV or radio interference even when it is operating properly. To determine whether your cassette player is causing the interference, turn off your cassette player. If the interference goes away, your cassette player is causing it. Try to eliminate the interference by:

- moving your cassette player away from the receiver
- connecting your cassette player to an outlet that is on a different electrical circuit from the receiver
- contacting your local RadioShack store for help

If you cannot eliminate the interference, the FCC requires that you stop using your cassette player.

SPECIFICATIONS

GENERAL

Power Requirements 2 AA Batteries (3 V DC)
AC Adapter (not supplied)
DC Adapter (not supplied)
Dimensions (WHD) 3.42 × 4.96 × 1.42 in
(87 × 126 × 36 mm)
Weight (without batteries) 8.3 oz
(235 g)

RADIO

Frequency Range FM 88–108 MHz
AM 530–1710 kHz

CASSETTE PLAYER

Tape System 4-Track
Stereo Tape Speed 17/8 in/sec
Wow and Flutter 0.35%

Specifications are typical; individual units might vary.
Specifications are subject to change and improvement
without notice.

NOTES

Limited Ninety-Day Warranty

This product is warranted by RadioShack against manufacturing defects in material and workmanship under normal use for ninety (90) days from the date of purchase from RadioShack company-owned stores and authorized RadioShack franchisees and dealers. EXCEPT AS PROVIDED HEREIN, RadioShack MAKES NO EXPRESS WARRANTIES AND ANY IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO THE DURATION OF THE WRITTEN LIMITED WARRANTIES CONTAINED HEREIN. EXCEPT AS PROVIDED HEREIN, RadioShack SHALL HAVE NO LIABILITY OR RESPONSIBILITY TO CUSTOMER OR ANY OTHER PERSON OR ENTITY WITH RESPECT TO ANY LIABILITY, LOSS OR DAMAGE CAUSED DIRECTLY OR INDIRECTLY BY USE OR PERFORMANCE OF THE PRODUCT OR ARISING OUT OF ANY BREACH OF THIS WARRANTY, INCLUDING, BUT NOT LIMITED TO, ANY DAMAGES RESULTING FROM INCONVENIENCE, LOSS OF TIME, DATA, PROPERTY, REVENUE, OR PROFIT OR ANY INDIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES, EVEN IF RadioShack HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

Some states do not allow the limitations on how long an implied warranty lasts or the exclusion of incidental or consequential damages, so the above limitations or exclusions may not apply to you.

In the event of a product defect during the warranty period, take the product and the RadioShack sales receipt as proof of purchase date to any RadioShack store. RadioShack will, at its option, unless otherwise provided by law: (a) correct the defect by product repair without charge for parts and labor; (b) replace the product with one of the same or similar design; or (c) refund the purchase price. All replaced parts and products, and products on which a refund is made, become the property of RadioShack. New or reconditioned parts and products may be used in the performance of warranty service. Repaired or replaced parts and products are warranted for the remainder of the original warranty period. You will be charged for repair or replacement of the product made after the expiration of the warranty period.

This warranty does not cover: (a) damage or failure caused by or attributable to acts of God, abuse, accident, misuse, improper or abnormal usage, failure to follow instructions, improper installation or maintenance, alteration, lightning or other incidence of excess voltage or current; (b) any repairs other than those provided by a RadioShack Authorized Service Facility; (c) consumables such as fuses or batteries; (d) cosmetic damage; (e) transportation, shipping or insurance costs; or (f) costs of product removal, installation, set-up service adjustment or reinstallation.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

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